

read - 10/17/92

Scoutmaster Schaner - Wilson Coneybeare

Let Dan get out of woods
without being a callous bystander
- perhaps get sent

Change line about never a failure
Dark end with a chase

SHINING TIME STATION

"SCOUTMASTER SCHEMER"

BY

WILSON CONEYBEARE

From characters and storylines created by
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TORONTO DRAFT
September 23, 1992

SCENE 1
(MAINSET)

(STACY, KARA AND BECKY, SITTING ON
BLANKET IN FRONT OF INFO BOOTH,
SURROUNDED BY CAMPING STUFF,
WEARING CAMPING GEAR, ARE DOING A
CHECK LIST)

STACY:

Okay, I'll list all the
stuff we need for our
camping trip and you
check them off. Whistles
for around our necks in
case we get lost.

KARA:

Check!

STACY:

Flashlights.

BECKY:

Check!

STACY:

Tent poles and rope.

KARA:

Check!

STACY:

Sandwiches.

BECKY:

Check.

STACY:

Well, I think that's most
of it.

SCENE 1 (CONT'D)

BECKY:

Stacy, I'm glad we ^{have} got
you as leader for the
wilderness weekend
instead of you-know-who.

STACY:

Don't be too hard on
Schemer. I'm sure he's
doing his best with the
boys.

(WHISTLE SHRIEK, THEY TURN. FROM
REAR WE SEE DAN AND SCHEME GOOSE-
STEPPING IN, LOADED DOWN WITH ALL
SORTS OF GEAR. SCHEMER, IN RIDICU-
LOUS RANGER RICK OUTFIT, MARCHES
BEHIND THEM, SHOUTING AT THEM
THROUGH BULLHORNS)

SCHEMER:

Hep-cat two three four,
hep-cat two three four,
about two-faced! Dump
gear!

(BOYS DUMP GEAR IN ARCADE. THERE ^{ARE} IS
ALREADY TONS OF STUFF THERE.
SCHEMER BLOWS WHISTLE AND BULL-
HORNS)

Roll call!

(BOYS RUSH TO LINE UP)

Scout Dan!

DAN:

Here!

SCHEMER:

Here what?

DAN:

Here, Master Scout Ser-
geant Schemer, Sir!

SCENE 1 (CONT'D)

SCHEMER:

That's better. Stomach
out, chest in.

(POINTS TO DAN'S SHIRT)

Is that food I see on
your shirt? Gimme ten!

(DAN SIGHS, REACHES IN HIS POCKET,
GIVES SCHEMER TEN CENTS)

That's better.

SCHEEME:

Uncle Schemer, Master
Scout Sergeant, sir! How
come Dan has to pay you
ten cents for food on his
shirt when you have
cheese giggle crumbs on
you.

SCHEMER:

That's it, you bought
yourself another one,
Scout Schemee! Boot
polishing time!

*That's
insubordination*

(SCHEEME TO POLISH)

As for you, Scout Dan--uh
...sweep up the arcade.
Okay?

DAN:

Sweep up the arcade?
But--

SCHEMER:

(INTO BULLHORN)

This is wilderness
survival, Scout Dan, not
some joy ride.

(DAN SIGHS, GOES TO WORK)

SCENE 1 (CONT'D)

SCHEMER:

(TURNS, BULLHORN IN STACY'S EAR)

Wilderness survival, Miss
Jones!

STACY:

(PUSHES BULL HORN OUT OF THE WAY)

Schemer, the whole idea of
these trips was to teach
the kids about camping
out, having fun, teamwork,
learning skills! Not
sweeping arcades and pol-
ishing your boots.

SCHEMER:

Miss Jones, let me cor-
rect you. When Schemer
teaches scouting he's
teaching a boy about
life, and life, Miss
Jones, is a jungle, a
veritable potpourri of
rabid woodland animals.
I'm going to teach these
boys to become men, tough
men, real men, the kind
of man who knows what it
means to be a man and do
it manly, as only a man
can!

STACY:

Oh, it that so? Well,
I've just taught Kara and
Becky how to set up a
tent, start a fire, cook
food, stay warm, and find
clean water. Have you
taught the boys that yet,
or isn't that part of
being a man?

SCENE 1 (CONT'D)

SCHEMER:

Anybody can do those
things. Scout Scheeme,
Scout Dan! Set up a
tent, and uh--make me
some food!

SCENE 1 (CONT'D)

(DAN AND SCHEEME LOOK AT ONE ANOTH-
ER. SCHEEME RAISES HIS HAND)

SCHEMER:

Question, Scout Scheeme?

(KARA AND BECKY LOOK AT ONE
ANOTHER)

BECKY:

I'm really glad we ^{have} ~~got~~
Stacy as our leader. ✓

(KARA NODS)

CUT TO:

SCENE 2

(INT. JUKEBOX-DRESSING ROOM)

(PUPPETS LOUNGING AROUND)

DIDI:

A camping trip! What
a great idea.

TITO:

Yeah, man, I can see it
now. Under the stars,
surrounded by nature.
Whoo, just thinkin'
about it gives me the
all-overs!

DIDI:

How do we do it, Tex?
Rex?

GRACE:

Yeah, give~~s~~ us all your
cowboy knowledge. How
do we start? ✓

REX:

Well, first you get
yourself a big ol'
trailer with a couple of
beds and a kitchen
inside of it.

TEX:

True 'nuff, Rex. Then
you put a nice big TV
set in there....

REX:

And don't forget the
electric toothbrush!

SCENE 2 (CONT'D)

DIDI:

That's not campin!
You have to stay in a
tent to go camping, and
I know just where to go.
Follow me!

(ALL HEAD OUT AS WE)

DISSOLVE TO:

SCENE 3
(ARCADE/MAINSET)

(SCHEMER IS STANDING IN FRONT OF ONE OF THE MACHINES LOOKING AT HIMSELF IN A REFLECTIVE SURFACE, MAKING SURE HIS SHIRT IS CLEAN; CALLS OUT ON BULLHORN)

SCHEMER:

Scout Scheeme!

(SCHEEME APPEARS)

Where's my sandwich?

SCHEMEE:

We're almost out of food.
You already ate most of
it.

SCHEMER:

As Scout Sergeant Schemer
I will decide how rational
our rations are. Now get
cooking!

(INTO BULLHORN)

Master Scout Schemer
looking for tent! Does
not see tent!

(WE SEE DAN IS TRYING TO PUT UP
TENT ALONE IN ARCADE, AND HAVING A
TOUGH TIME. STACY APPEARS BY
SCHEMER)

DAN:

I think I ^{love} almost got it. ✓

STACY:

Schemer, can't you do
anything but shout
through that thing?

SCENE 3 (CONT'D)

SCHEMER:

Miss Jones, for your
information I'm trying to
show Dan how to put up a
tent. That is my intent.
Get it?? My in-tent!

STACY:

But no one can put up a
tent alone. It takes
teamwork.

SCHEMER:

Ha! Any real man of the
woods can put up a tent
alone.

STACY:

Well, Mr. Man of the
Woods, why don't you try
it?

(SCHEMER STARES AT HER, TAKES THE
DARE, SHOUTS IN BULLHORNS TO DAN)

SCHEMER:

Master Scout Sergeant
Schemer putting up tent
now!

(DAN STEPS ASIDE, SCHEMER HANDS HIM
BULLHORN, PROCEEDS TO FIDDLE WITH
TENTING)

will now demonstrate the official Schemer
technique for putting up a tent,
the official

SCENE 3 (CONT'D)

SCHEMER:

See, it's simple. This
uh, doohickey goes here
and this...

(FINDING POLE HE DOESN'T KNOW WHAT
TO DO WITH, THROWS IT ASIDE)

...fastens here and
there! A man's tent is
his castle!

(HE STARTS TO GET IN THIS MESS.
DURING FOLLOWING, KARA AND BECKY
APPEAR TO WITNESS TENT FALLING ON
SCHEMER)

Just as cozy as can be
in here, it's--Hey,
there's no night lite!
It's dark!

STACY:

Oh, Master Scout Ser-
geant Schemer, it looks
like your castle walls
are crumbling!

(SCHEEME APPEARS WITH SANDWICH,
LOOKS AT DAN AND STACY, THEN AT
TENT)

SCHEEME:

Where'd my uncle go?

(STACY POINTS. SCHEEME GOES OVER,
LIFTS ONE FLAP, REVEALS A PANICKED
SCHEMER, WHO IMMEDIATELY SEES
EVERYONE LOOKING AT HIM, SCOOTs
OUT, GRABS SANDWICH)

SCENE 3 (CONT'D)

SCHEMER:

It's about time I got
some grub around here!
Come on, Scheeme, ~~we're~~
going to inspect the
woods for a campsite!
Tents aren't everything
to camping. There's bugs
and prickles and wild
animals. Uh-- you go
first Scheeme. Let's go!

*before we put up our tent
we need to*

*Putting up tents is the just a
trivial part of camping. The main thing
is to win the battle
of the bugs, the prickles,
and the wild animals.*

(THEY EXIT. MR. C POPS UP ON INFO
BOOTH, PEEKS AROUND LEDGE)

MR. C:

Are they gone? I certainly
hope so, because I'm
nervous enough as it is.

KARA:

Hi, Mr. Conductor. What
are you nervous about?

MR. C:

I'm taking my conductor's
refresher course today.

BECKY:

What's that?

STACY:

That's when a conductor
has to brush up on all
the things conductors are
supposed to know. Have
you checked your hole
puncher?

MR. C :

Until I'm punchy.

STACY:

Your whistle?

SCENE 3 (CONT'D)

MR. C:

Clean as a whistle.

STACY:

Your "all aboard?"

MR. C:

"All abo-oard!!"

STACY:

Sound like you'll do just
fine, Mr. Conductor.

MR. C:

I hope so. I'd never
want my conductor skills
to get rusty. That would
let everyone down.

BECKY:

Why would it let everyone
down?

MR. C:

Well, being a conductor
is really about helping
people get from one place
to another as safely as
possible. It's a little
like camping, too-- it
takes being prepared.
Maybe the picture machine
can explain it. *what it takes*
to be prepared

✓
J

(KIDS GO TO NICKELODEAN AND WE)
GO TO:

SCENE 4

(MUSIC VIDEO SEGMENT)

(THEN TIME DISSOLVE TO:)

SCENE 5
(MAINSET)

(MR. CONDUCTOR, UP ON RAILING, IS PULLING ROPE WITH ALL HE'S GOT. WE SEE HE IS HELPING DAN, KARA, BECKY, AND STACY PUT UP THE TENT)

BECKY:

One more pole and then you can let go, Mr. Conductor.

MR. C:

Oh, don't worry about me. I could hold this rope all day.

STACY:

Okay, Dan, you tie your end down...

Mr C is
(DAN FLYING THROUGH THE AIR. HE LANDS ON TOP OF THE JUKEBOX, SHAKES HIS HEAD TO CLEAR IT)

STACY:

Mr. Conductor, are you all right?

MR. C:

Oh I'm fine, but next time I put up a tent, I'll be sure to fasten my seat belt.

DAN:

Yeah, but look! We ^{ve} got ^{put} the tent up.

(HE POPS OFF AS SCHEMER AND ENTERS, SHOUTING IN BULLHORN, LITTLE SCHEMEE BEHIND HIM)

necessary

or We have

SCENE 5 (CONT'D)

SCHEMER:

Campsite has been found
and scouts are moving
out! This is not a drill,
repeat, this is not a
drill. This is the real
thing! Men, pack up all
this junk and --

(OFF BULLHORN, SEES TENT)

How did that get there?

STACY:

Oh, just a little someth-
ing called teamwork.

SCHEMER:

Teamwork? Ha! when it
comes to surviving in the
great outdoors, teamwork
has nothing over
Scheme-work.

STACY:

Well, Mr. Great Outdoors,
I hope you know what
you're doing, because I'd
say it looks like rain.

SCHEMER:

Do I look like a man
frightened of a little
H30? All it means is I
won't have to take a
shower this month.

(BECKY AND KARA COME OVER TO STACY)

BECKY:

Stacy, we're not going
camping in the rain, are
we?

SCENE 5 (CONT'D)

STACY:

We-el, I think we can
probably hold off and
camp in the station
tonight.

SCHEMER:

Camp in the station! You
call that survival?

STACY:

What are you going to do,
sleep in the cold? You
haven't packed any sleep-
bags or tents--

KARA:

--No food, no lanterns--

BECKY:

--no raincoats, no flash-
lights, no--

SCENE 5 (CONT'D)

SCHEMER:

Oh yeah? Well, anybody
can camp with those
things. It takes real
men to face the wilds and
know they can survive.
It we're hungry we can
eat, uh, bark and in-
sects bear. *like bears do.*

(DAN AND SCHEEME REACT TO ALL THESE
ITEMS)

If it rains we'll build a
log cabin. In short, we
will live off the land in
the tradition of that
great American frontiers-
man--Pat Boone!

(SHOUTS THROUGH BULLHORN)

Scouts ready?? Let's
move out! Hep-cat two
three four, hep-cat two
three four --

(AS THEY MARCH OUT, THE BOYS CARRY-
ING ALL THE "GEAR")

SCHEEME:

But I don't want to eat
bugs, Uncle Schemer!

FLIP TO:

SCENE 6
(JUKEBOX)

(THE PUPPETS, ALL IN CAMPING GEAR,
ARE READY TO MOVE OUT AS WELL,
EXCEPT TEX AND REX)

TITO:

All cool camping dudes
ready?

DIDI:

Where are Tex and Rex??

(THEY LOOK AROUND. TERRIFIED TEX
AND REX POKE OUT FROM BEHIND DRUM
KIT)

TEX:

We don't wanna go.

REX:

Yeah. Campin' is down-
right scary, spelled
E-E-E-E!

DIDI:

You guys are babies.

TITO:

Cool it, Didi. Maybe our
two cowpokes just need
something to get them in
the mood as we get to
hikin'. I got it! One
two three four!

(THEY GO INTO PUPPET SONG:)

SCENE 6 (CONT'D)

PUPPET SONG-TBA

SCENE 6A

(INT. JUKEBOX-ELEVATOR/VAULT)

(EVERYONE HEADS OUT. DURING SONG
THEY GO ON ELEVATOR [MAYBE ROPED
AROUND ONE ANOTHER FOR SAFETY] USE
FLASHLIGHTS, WHISTLES, FINALLY SET
UP CAMP IN VAULT. END WITH TITO
LYING ON HIS BACK BESIDE HIS TENT)

TITO:

Man, the thing about
campin' is there's noth-
ing better than just
gettin' away from it all!

DISSOLVE TO:

SCENE 7
(MAINSET)

(ITS NIGHT AND STACY AND KARA AND BECKY, ALL WEARING CAMPING CLOTHES, HAVE SET UP TENTS AND BLANKETS AND ARE HUDDLED AROUND A LANTERN, MUNCHING ON COOKIES, MARSHMALLOWS, ETC. MR. C SITS WITH THEM)

STACY:

Mr. Conductor, have you ever played the story game?

pass on

Mr. C:

Well, I,m not really sure. You see, I tell a lot of stories, and been in a lot of stories; I've heard of storybooks, storyboards, story writers and story awards, short stories, tall stories, whole stories and sob stories -- why, I've been on the forty-ninth-and-a-half story! but I've never heard of a story game.

]] ???

BECKY:

It's simple, Mr. Conductor! All we have to do is make it up as we go along.

KARA:

One person starts the story and the next person tells another line, and we go around the room with each person adding to the story.

circle

SCENE 7 (CONT'D)

MR. C:

Maybe you'd better show me. That way I'll be able to get the whole story.

STACY:

Well the best way to start is with something spooky!

BECKY AND KARA:

Yeah!

STACY:

How about this? "It was a dark and stormy night"...

(SFX: THUNDER CLAP)

STACY (CONT'D):

..."and the ship was lost at sea." Your turn, Kara.

KARA:

"The ship was hit a big rock, and the water started rushing in."

BECKY:

"The boat started to sink, but before it did, the captain jumped into the dark water." Your turn, Mr. Conductor. Mr. Conductor?

(THEY LOOK AND SEE MR. CONDUCTOR IS HIDING BEHIND HIS HANDS)

SCENE 7 (CONT'D)

MR. C:

Is it over yet? I can't
look!

STACY:

Oh, Mr. Conductor, you're
supposed to finish the
story.

MR. C:

I am? Oh, instead of
telling you how it turned
out, what if I show you
the ending?

STACY:

Fine with me. Kids?

KARA AND BECKY:

Sure!

MR. C:

Wonderful! Why don't we
begin with the magic
bubble?

(HOLD UP MAGIC BUBBLE AND WE GO
TO:)

SCENE 8

(MAGIC BUBBLE SEQUENCE - GEORGE PAL
ACQUIRED FOOTAGE)

SCENE 9
(MAINSET)

(ALL LAUGHING AT THE FOOTAGE)

(SFX: CRASH OF THUNDER)

KARA:

Yikes. That was close.

BECKY:

I hope Dan they're okay
out in the woods. ✓

STACY:

Oh I'm sure they're all
right. For all we know,
they're over at Schemer's
mothers' having cookies
at this very minute...

DAN (OC):

Hi.

(THEY JUMP A MILE, REACT)

(DAN SAUNTERS IN SOAKING WET)

STACY:

Dan, you're soaking wet!

DAN:

I know. Is there
anything to eat?

BECKY:

You better dry off or
you're gonna catch cold.

STACY:

Kara, grab that towel.
Dan, what happened?
Where's Schemer and
Scheeme?

SCENE 9 (CONT'D)

(DURING FOLLOWING THEY SIT. KARA HANDS DAN TOWEL, HE TOWELS OFF [OR STACY TOWELS HIS HAIR] WHILE HE MUNCHES ON THEIR FOOD)

DAN:

It's kind of hard to explain, Aunt Stacy. You see, Schemer tried to put up the tent by himself. But when he was stapling it to the tree, the tent blew into the woods.

BECKY:

Schemer tried to staple the tent to a tree?

DAN:

Yeah. We told him not to. Anyways, he and Schemer chased after the tent and ran into the woods. They didn't come back, and when it started to rain I came here.

KARA:

You mean you just left them there?

DAN:

(SHRUGS)

I called, but I guess they didn't hear me.

STACY:

Oh no, I hope they're all right.

✓
They sent Dan home

✓
You should stick together

SCENE 9 (CONT'D)

MR. C:

Oh, I'm sure they are.
But you know, it does
remind me of the time
Percy wouldn't listen and
he got drenched, too.

DAN:

I'll bet Percy wasn't
camping with Scout
Sergeant Schemer.

MR. C:

Oh no, but it was almost
as bad. Let me tell you:

(BLOWS WHISTLE AND WE GO TO:)



SCENE 10

(THOMAS THE TANK ENGINE #37
"PERCY TAKES THE PLUNGE)

SCENE 11
(MAINSET)

DAN:

I feel like Percy!

MR. C:

How come?

DAN:

Well, he's never going to
fall in the water again
and I'm never going
camping with Schemer
again.

a stretch of logic?
element connection?

(SFX: ANOTHER THUNDERCLAP)

BECKY:

I'm worried about them.

STACY:

So am I. Is there any-
thing you can do, Mr.
Conductor?

MR. C:

Say no more, I'm out the
door.

KARA:

But won't you be scared
out there?

MR. C:

You need never!
~~to~~ be scared, not when
you're prepared!

(GRABS MARSHMALLOW AND FIREFLY OUT
OF THE AIR)

SCENE 11 (CONT'D)

MR. C:

I have food and my fire-
fly light, my whistle and
my clothing that's
bright, so I should be
back before you can say
nighty-night!

(HE'S GONE)

SCHEEME:

FOOD!

(ALL TURN THEIR FLASHLIGHTS AND
REVEAL A TOTALLY SOAKED SCHEEME,
RUSHING TOWARD THEM -- OR RATHER,
THEIR FOOD)

DAN:

Here, Scheeme, here's a
towel.

SCHEEME:

No towel! Food!

STACY:

Scheeme, what happened to
your uncle?

SCHEEME:

You mean before or after
he climbed into a tree?

STACY:

Climbed into a tree? I
thought he was chasing
the tent!

SCHEEME:

(NODS, STUFFING HIS FACE)

It blew into a tree.
Uncle Schemer climbed the
tree to get it down.

SCENE 11 (CONT'D)

BECKY:

What happened then?

SCHEMEE:

You mean before of after
he fell out of the tree?

KARA:

He fell out of the tree?

SCHEMEE:

Don't worry. He landed
in the mud. See, by then
it had started to rain.
That's probably why that
wild animal was hiding in
the bushes. — To get out
of the rain. ✓

BECKY:

What wild animal?

SCHEMEE:

The one I jsut told you
about. It was hiding in
a log. ✓

KARA:

What log?

SCHEMEE:

The log Uncle Schemer got
his foot caught in.

STACY:

Oh no!

SCENE 11 (CONT'D)

SCHEMEE:

But it was okay. I think the animal got scared off when Uncle Schemer started screaming. He was screaming real loud -- especially when he rolled down the hill into the creek.

STACY:

Oh, no! What did you do?

SCHEMEE:

I was hungry, so I came here.

STACY:

Schemee, you mean you left your uncle at the bottom of a hill, in a creek?

SCHEMEE:

I was hungry! He ate all our food!

STACY:

How do you know he's all right?

SCHEMEE:

Oh, I know he's okay because I heard him screaming for help.

STACY:

Schemee, didn't you think about going for help!

~~What~~

]

callous
bystander

SCENE 11 (CONT'D)

SCHEMEE:

I'm here, aren't I? Pass
the marshmallows, would
ya?

CUT TO:

Stacy

Schemer, with a smile
When someone needs help, and you're with
it up to you to ~~give them the help~~ ^{help} they ^{need} them

SCENE 12

(INT. JUKEBOX-VAULT)

(PUPPETS ARE ALL IN STATES OF
DISCOMFORT AND BAD TEMPER)

DIDI:

Marshmallows! Tito, they
have food!

TEX:

Some home cooked vittles
would sure go down well
'bout now. Right Rex?

REX:

I'd just settle for
getting out of this dump
vault. Tex.

GRACE:

I'm freezing. Don't we
have any blankets?

DIDI:

That's it! I'm for
packing up and heading
back upstairs.

(EVERYONE AGREES)

TITO:

Man, whose idea was this
in the first place?

DIDI:

What do you mean whose
idea? It was yours!

TITO:

Was not!

(ARGUMENTS. FINALLY GRACE BLOWS
WHISTLE, EVERYONE STOPS)

SCENE 12 (CONT'D)

DIDI:

It seems to me, gang,
that this is one gig we
didn't rehearse too well.
Next time we should be
better prepared.

TEX:

You said it, sister. And
right now me'n'Rex are
prepared to hitch our
wagons up and head on
home!

(EVERYONE AGREES, START TO PACK UP,
AS WE:)

CUT TO:

SCENE 13
(MAINSET)

(STACY IS PUTTING ON COAT AND
CHECKING HER FLASHLIGHT, KIDS WATCH
HER)

STACY:

I'm going to look for
Schemer.

(GINNY ENTERS, PRODDING SOMETHING
ALONG BY THE END OF HER PITCHFORK.
IT LOOKS LIKE A BEGGAR WRAPPED IN
SHREDDED CLOTHES, SOAKING WET)

GINNY:

Move along you varmint! ✓

STACY:

Ginny! What in the
world --

GINNY:

Miss Jones, it's lucky
for you I was passin' by
in my truck when I was,
because what do I see
pokin' around lookin' in
the windows of Shining
Time Station but this
character here, six times
sorrier than a cat in a
shooting gallery and
twice as sad. I
screeched on the brakes
and said to myself,
"Throw me off of a pas-
senger train, but that's
someone up to no good!"

STACY:

Oh no, Ginny. But how do
you know this person is
up to no good?

SCENE 13 (CONT'D)

GINNY:

Because who in their
right mind would be
waltzin' around on a
night like this but --

(SHE PULLS BACK RAGS AND REVEALS
SCHEMER)

SCHEMER:

I admit it, I admit it!
I don't know anything
about camping, you don't
ever want to talk to me
again -- just don't let
that -- cougar come after
me!

GINNY:

Cougar? There're no
cougars in this neck of
the woods!

SCHEMER:

Oh yeah? Well it had a
big furry tail and little
small legs and a tiny
nose and it was eating
nuts and --

STACY:

Schemer, that doesn't
sound like a cougar. You
know what that sounds
like? A squirrel.

SCHEMER:

A squirrel?

STACY:

Oh, Schemer, maybe you'd
better sit down with us
and get dry and have
something to eat.

SCENE 13 (CONT'D)

SCHEMER:

Food? No I can't. I'm full. Too many sandwiches.

KARA:

Hey, Schemer, how's you get out of the creek?

SCHEMER:

The creek wasn't hard to get out of. But the swamp -- that was hard. I saw someone had a left a branch there, and I pulled myself out and tried to find my way home but...

(BREAKS DOWN)

Oh Miss Jones, Miss Jones, it was terrible. I thought I was a goner! Then I heard this little whistle--

STACY:

A little whistle...

(OVER SCHEMER'S SHOULDER, WE SEE MR. C GIVE THE THUMBS UP SIGN TO STACY, WHO WINKS AT HIM. HE POPS OFF AS SCHEMER CONTINUES)

SCHEMER:

I don't know where it came from, but I started to follow the sound of that whistle. And it brought me here but I couldn't come in because... well, I figured you kids never wanted to see me again!

would

SCENE 13 (CONT'D)

STACY:

Schemer, it sounds like
you learned your lesson
the hard way.

SCHEMER:

Yeah, I can never go
camping again. I'm a
failure.

STACY:

No, Schemer, your heart
was in the right place,
you just weren't
prepared.

DAN:

You did find your way
back to Shining Time
Station, though.

SCHEMER:

I did? Hey yeah, I did.

STACY:

And who else would go
through all this for the
sake of scouting?

SCHEMER:

Hey that's right.

STACY:

So maybe next time you
just need to prepare
better and use a little
team work.

SCENE 13 (CONT'D)

GINNY:

That's right, Schemer.
Good ole fashioned team-
work. That's everybody
hitchin' their hay wagons
up a gettin' to the
orchard together. Hey,
that reminds me! I do
believe I've got some
cider in my truck we just
might be able to use to
warm up this here pow-
wow. Who wants to help
me unload?

✓
like
That's everyone happen on the wagon
going to the orchard,
and pickin apples together

gathering

KIDS:

Me! Me, too!

(KIDS, EXCEPT FOR SCHEMEE -- WHO IS
STILL STUFFING HIMSELF -- GO WITH
GINNY)

SCHEMER:

So I'm not a total fail-
ure?

STACY:

Oh Schemer, how could you
be a failure? You keep
trying so hard at every-
thing, you can never
really fail.

SCHEMER:

Hey, that's right. At
least I try.

(AN EYE ON SCHEMEE)

Which is more than I can
say for some people.

(SCHEMEE STOPS IN MID-BITE,
TERRIFIED, AS SCHEMER ADVANCES ON
HIM)

At least you keep
trying. But the most
to learn something
from your mistakes
so that next time
will be better
you'll be
more
prepared

SCENE 13 (CONT'D)

SCHEMEE:

I was hungry!

SCHEMER:

Leaving me to get eaten
by squirrels and moths...

SCHEEMEE:

Uh, I'm not so hungry
anymore. See ya!

(SCHEEME BOLTS, SCHEMER RUSHES
AFTER HIM, GRABS BULLHORN, SHOUTS
AFTER HIM BEFORE RUNNING)

Schemee!

(MURDER IN HIS EYES, SCHEMER GOES
AFTER SCHEEME)

END